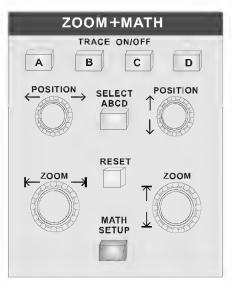
ZOOM + MATH Controls

A wide range of Zoom and Mathematical processing functions (*detailed in the next chapter*) can be performed on acquired waveforms with the controls described here.

Four processed traces are available for straight-forward zooming or for waveform mathematics. Any one of these traces, A, B, C or D, can be set up to zoom a trace acquired on any channel or stored in any of the four reference memories M1-4. Or zoom any of the other three original traces. Thus Trace A, for example, could be set up to zoom Trace B, C, or D, but not itself. The Displayed Trace label at left of screen indicates the source.

TRACE ON/OFF



The A B C D TRACE ON/OFF buttons display the corresponding trace A, B, C or D. When a trace is switched on, the POSITION and ZOOM knobs and the RESET button will then be attributed to this, the *active* trace.

The SELECT ABCD button assigns the controls to the active trace for adjustment, as only one trace can be modified at a time. Pressing this button activates the next trace, in A–D sequence.

The four ZOOM + MATH knobs adjust the horizontal and vertical positions and expansion factors of the zoomed trace...

The POSITION knob repositions zoomed traces horizontally. If the source of the expanded waveform is

displayed, an intensified region corresponding to the area of	f
expansion is shown.	
POSITION	
Whereas the $\sqrt{{}}$ vertically repositions the active trace.	
K—MOOS—N	
The ZOOM knob horizontally expands or contracts the	Э
active trace. If the source of the zoomed trace is also displayed,	it
will show an intensified region corresponding to the area of	
expansion.	
ZOOM	
While the $\frac{1}{2}$ vertically expands or contracts the active	Э
trace.	
RESET	
The RESET button resets the vertical and horizontal	t
POSITION and ZOOM.	
MATH SETUP	
Fig. 11. 11. Eller and the latter and the second state of the seco	
Finally, the menu-entry button accesses the zoom, math and sequence segment features. See next chapter for details.	٦
and a support the detailed	